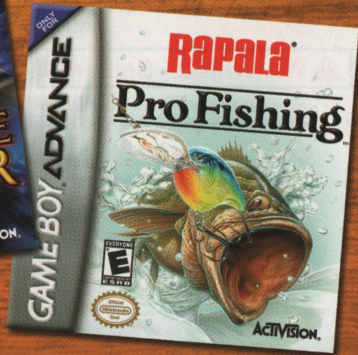
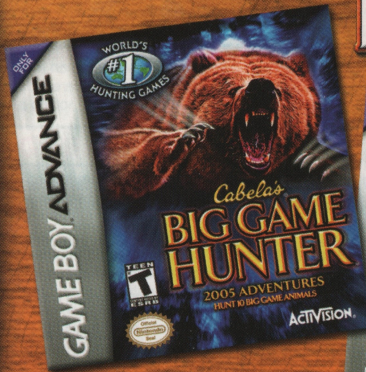


GAME BOY ADVANCE

SPORTSMAN'S PACK

AGB-B23E-USA



2 GREAT GAMES

INSTRUCTION BOOKLET

ACTIVISION®

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

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**THIS GAME PAK WILL WORK ONLY WITH THE
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Rapala Pro Fishing Contents

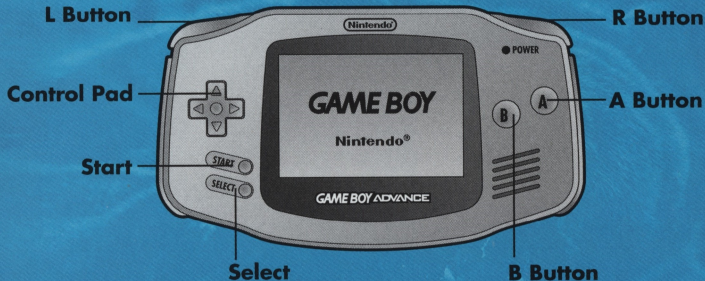
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Getting Started

- Make sure the POWER switch is OFF.
- Insert the Sportsman's Pack Game Pak into the Game Boy[®] Advance slot as described in your Nintendo Game Boy[®] Advance instruction manual.
- Turn the POWER switch ON.

Note: The Sportsman's Pack Game Pak is for the Game Boy[®] Advance only.

Game Boy® Advance Controls



Cabela's® Big Game Hunter™ 2005 Manual

Title Screen

When the Cabela's Big Game Hunter 2005 Adventures title screen appears, press **START** to proceed to the Profile Selection screen.



Profile Selection

Up to three different people can keep a record of their trophies and progress in Career Hunt. The three slots on the Profile Selection screen represent these three different records.

When you start Cabela's Big Game Hunter 2005 Adventures for the first time, all the slots will be empty.

Create

If this is your first time playing Cabela's Big Game Hunter 2005 Adventures, you will need to create a new profile. Move to any empty profile slot and push the A Button. Next, you need to choose a name to identify your profile. Use +Control Pad Up and +Control Pad Down to select a letter or number and push the A Button to confirm it. A profile name can be up to five characters long.

If you would like to create a new profile, but the three slots are already occupied, you will need to Delete one of them.

Load

Selecting any previously created profile will load that profile and allow you to resume hunting. All of your previous trophies are available for viewing in the Log Cabin and your progress in Career Hunt is resumed.

Delete

Deleting a profile erases all record of trophies and progress in Career Hunt. After selecting a profile, push the +Control Pad Left or Right. When "Erase profile?" appears, push the A Button and the profile will be deleted.



Main Menu

After you have created or loaded a profile, the Main Menu appears. From the main menu, you can Quick Hunt, Career Hunt, or view your trophies in the Log Cabin.

Quick Hunt

Choose Quick Hunt and begin hunting wherever you'd like, with no specific requirements to meet. First, choose the location where you would like to hunt. Next, you are shown a map of the location you chose. Move your truck to one of the Hunting Grounds on the map. Finally, choose the items and firearms you would like to bring with you.

When you first begin the game, Alaska is the only available location. To unlock other locations, you will need to complete the challenges in Career Hunt.

Career Hunt

In Career Hunt, you are hunting to meet a goal. You must claim a certain weight, amount, or species of game, possibly within a time limit. There are three challenges in each location, but you can only work toward one of them at a time. As in Quick Hunt, you choose the location, position on the map, and items and firearms you would like to use. Additionally, in Career Hunt, after choosing the location, you must pick one of the location's three challenges. Keep the challenge in mind while hunting.

After completing all of the challenges in a location, the next location is unlocked. Try unlocking all the locations!



Log Cabin

All of your trophies are kept in the Log Cabin. Here, you can view your trophies, as well as information on their weight and the location where you hunted them. Only the best trophy of each species is kept in your Log Cabin.



Hunting

Stance

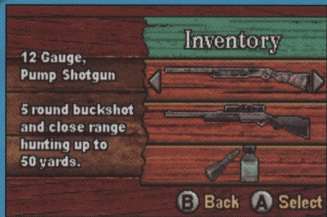
By pushing **SELECT**, you can change stance between running and walking. Running is faster than walking, but animals are more likely to hear you and run away.

Tracking

Look for the tracks of animals as you are hunting. When you find some, an image in the lower left corner may identify what species of game they belong to. If you decide to track the game whose prints you have found, make sure you stay hot on their trail. The tracks disappear over time.

Wind

The blue arrow at the bottom of the screen points in the direction that the wind is blowing. Animals can smell you, so stay downwind from them.



Gear

Scents and calls come in packages that are specific to a single species of game. Only one package can be carried at a time, but that package contains all the gear necessary to hunt that species.

The L Button is used to switch between the call and scent in a hunting package. The image in the upper left corner tells you which item is currently ready for use. Push the B Button to use whichever item, call or scent, was last displayed in the upper left corner.

Call- Use the call to bring game closer to you.

Scent- Use the scent to mask your own scent when game is nearby.

During gameplay you can change your gear by pressing **START**, and returning to the Log Cabin.

Firearms

There are two types of firearms in *Big Game Hunter 2005 Adventures*: scoped rifles and shotguns. While hunting, you can carry one of each. Switch between the two using the R Button.



Scoped Rifles

When you think your game may be close, use the scope on your rifle to scout ahead. Push the A Button to gain control of the targeting reticule. You can use the reticule to scout the area ahead of you without actually moving there and spooking the game you are tracking.

If scouting is successful and you find your game, place the reticule over the animal and push the A Button. The screen will change to a first-person scope view. From here you can look through the scope of your firearm, line up, and take your shot. There are two kill zones: the head and heart.

Pushing the B Button while in scouting or scope view cancels that view and once again centers the screen on the hunter.

Shotguns

The shotgun is a short range firearm. When using the shotgun, the reticule is always a short distance from the hunter. Pushing the A Button at any time will fire the shotgun, but your prey must be between the hunter and the reticule.

Reticule

The reticule of any firearm uses a color scheme to indicate the quality of the shot. A green reticule means there are no obstructions between the hunter and the reticule. Yellow indicates that there is a partial obstruction, such as a bush or tall grasses. When there is a full obstruction, such as a tree, the reticule turns red and no shot can be made.

Controls

Hunting Controls

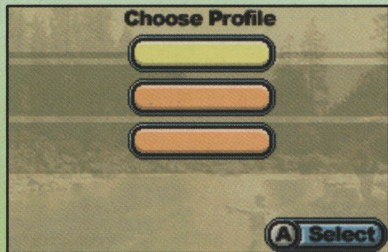
+Control Pad	Move the hunter / reticle.
A Button	Fires your firearm. Enters scouting and scoped view when using a scoped rifle.
B Button	Uses call or scent. Exits scouting or scoped view.
L Button	Switch between your animal call and scent.
R Button	Switch between your scoped rifle and shotgun.
START	Open Menu.
SELECT	Switch your stance between walking and running.

Rapala Pro Fishing Manual

Title Screen

When the Rapala title screen appears, press **START** to proceed to the Profile Selection screen.

Profile Selection



Up to three different people can keep a record of their best catches and progress in Challenge Mode. The three slots on the Profile Selection screen represent the three different profiles. When you start the game for the first time, the slots will all be empty.

Create

If this is your first time playing Rapala Pro Fishing, you will need to create a new profile. Move to any empty profile slot and push the **A** Button. Next, you need to choose a name to identify your profile. A profile's name has five characters. Use **+Control Pad Up** and **+Control Pad Down** to select a letter or number and push the **A** Button to confirm it. After the fifth character is confirmed, your profile is created.

If you would like to create a new profile, but the three slots are already occupied, you will need to Delete one of them.

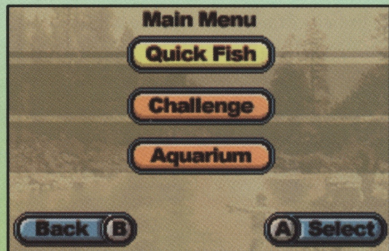
Load

Selecting any previously created profile will load that profile and allow you to resume fishing. All of your previous record catches are available for viewing in the Aquarium and your progress in Challenge Mode is resumed.

Delete

Deleting a profile erases all record of fish caught and progress in Challenge Mode. Select the profile you wish to delete, then select the erase button. A confirmation box will appear to confirm your decision. Choosing YES in the confirmation box will delete the profile.

Main Menu



After you have created or loaded a profile, the Main Menu appears. From the Main Menu, you can Quick Fish, enter Challenge Mode, or view your record catches in the Aquarium.

Quick Fish

Choose Quick Fish and begin fishing wherever you like, with no specific requirements to meet. First, choose the location where you would like to fish, and then the time, AM or PM. Next, you are shown a map of the location you chose. Move the boat to the position on the map where you would like to fish. Finally, choose the lure you would like to use. After choosing a lure, you begin fishing.

When you first begin the game, Lake Castaic is the only available location. To unlock other locations, you will need to complete challenges in Challenge Mode.

Challenge Mode

In Challenge Mode, you are fishing to meet a goal. You must catch a certain weight, amount, or species of fish, possibly within a time limit. There are three challenges in each location, but you can only work toward one of them at a time.

As in Quick Fish, you choose the location, time, position on the map, and lure you would like to use. Additionally, in Challenge Mode, after choosing the location, you must pick one of the location's three challenges. Keep the challenge you chose in mind while fishing.

After completing all three challenges at a location, another location is unlocked. Try to unlock all the locations!

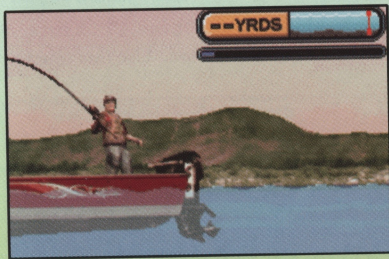
Aquarium

All of your record catches are kept in the Aquarium. Here, you can view a picture of your record fish, as well as information on their weight, the location where you caught them, and what lure you caught them with. Only the biggest fish of each species is kept in the Aquarium.



Fishing

Casting



To begin casting, push the **A** Button. Determine the power of your cast by looking at the Power Gauge. After pushing the **A** Button, the bar on the Power Gauge begins to move back and forth. Pushing the **A** Button again will complete the cast. The farther the bar is to the right, the more powerful your cast will be.

Reel and Lure Control

Reeling in is accomplished by alternately pushing the **L Button** and **R Button**. The faster you alternate, the faster the lure is reeled in.

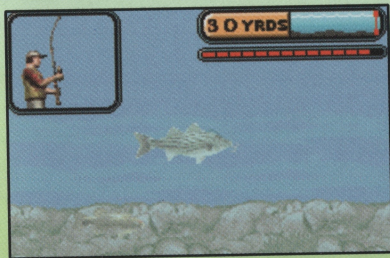
Pushing Left on the **+Control Pad** quickly pulls back on the rod. Use this to set the hook in a fish.

Holding down both the **L Button** and **R Button** releases line from the reel. Use this when the amount of tension on the line might cause it to break.

Hooking and Reeling in Fish

When a fish is near the lure, push Left on the **+Control Pad** to hook the fish on the lure. Alternate the **L Button** and **R Button** as fast as you can to reel the fish in. During this process, pay close attention to the Tension Gauge. When the gauge fills all the way up, your line will snap. To prevent this from happening, let out line by holding down **L Button** and **R Button** simultaneously.

As you are reeling in a fish, the left part of the Power Gauge displays the distance the fish is from the boat. Once you've reeled the fish in close enough to the boat, the fish is caught! If the fish breaks any of your records (or, if it is the first fish of a certain species you've caught,) you will be informed of the new record and it will be put in your Aquarium. Record or not, the size of the fish is displayed, and you can get right back to fishing.



Controls

Fishing Controls

+Control Pad	↘ Left on +Control Pad: Yank on the rod. Necessary to hook a fish.
A Button	Starts the Power Gauge. Completes cast, once Power Meter is started.
B Button	When the lure is in the water, automatically brings you back to the boat.
L Button	Alternate the L Button and R Button to reel in a lure. The faster you alternate, the faster you reel. Hold L Button and R Button to release line. This lowers line tension.
R Button	Alternate the L Button and R Button to reel in a lure. The faster you alternate, the faster you reel. Hold L Button and R Button to release line. This lowers line tension.
START	Open Menu.
SELECT	In Challenge Mode, displays your current challenge.

Lures

Down Deep Rattlin' Fat Rap

David Fritts won over \$450,000 using the Down Deep Rattlin' Fat Rap on the Bassmaster Top 100 & FLW Tour circuits. He will tell you it is the deepest running bait on the market today. Although designed primarily for cranking bass, many anglers have discovered the Down Deep is excellent when cast or trolled for walleye, salmon, northern pike and other gamefish.

Original Floater

Originally designed in 1936 by Lauri Rapala, the Original Floater is still our number-one-seller. The integrity of the design makes it the most versatile of fishing lures. Whether twitched on the top as a surface bait, retrieved as a shallow runner, weighted with a split-shot for medium depths or bottom walked off a sinker rig, the wounded minnow action continues to be irresistible to gamefish.

Rattlin' Rapala

Cast out a Rattlin' Rapala and watch the swimming action at slow to very fast rates of retrieve. You'll be amazed. This loud rattlin' shallow running crankbait is equipped with two full-size treble hooks for sure hook-ups. The Rattlin' Rapala can be vertically jigged without hook fouling and has great falling swimming action. A special favorite of bass and northern pike anglers.

Skitter Prop

The Rapala Skitter Prop is a floating balsa wood lure featuring a stainless steel propeller. This water-churning prop sputters like a wounded baitfish, capturing the attention of predators below.

Super Shad Rap

The deadliest northern pike and muskie crankbait available. It also works for large-mouth bass, striped bass, walleye, Nile perch and other monster freshwater species. Equipped with salt-resistant hooks (don't forget to bring them with you on a saltwater outing to cast or troll).

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Rev-D (L)

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